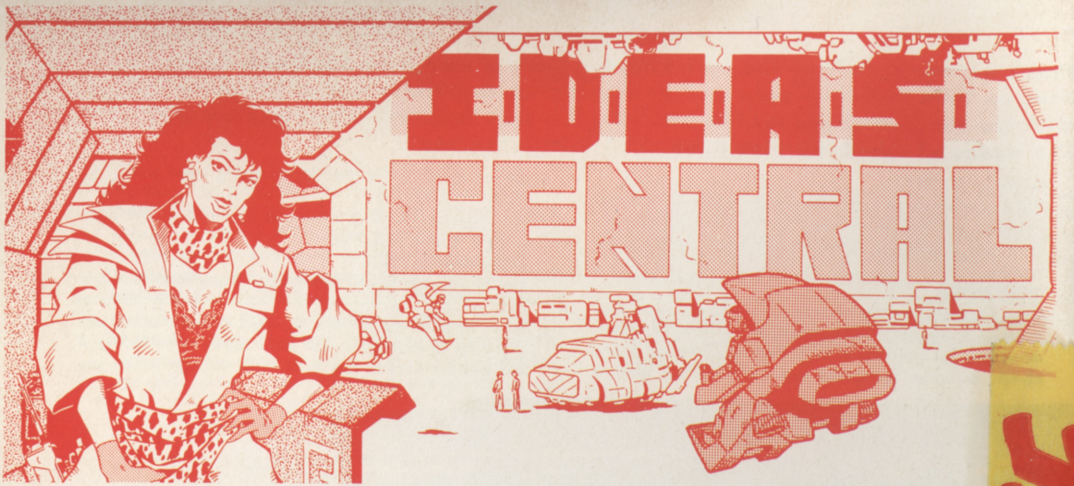

IDEAS
CENTRAL

What else could the 23rd Century be? What else would you want?

Whether you're saving your pennies on simple video and computer games, or emptying your bank account on the latest ultra-classic Total Sensory Immersion experiences, we've got the output to keep up your input. And it won't run out. At the time of its latest updating, our current catalogue would take an expert games-person eight hundred years to work through.

IDEAS Corporation has the answers. What's your question?

Some of you may not remember the bad old days of thirty years ago, when we were just a small outfit called the *Institute* for the *Development* and *Expansion* of *Advanced Systems* . . . the cut-throat competition between rival companies, the high-addiction games, the price-wars, the scandals. We cleaned up all that. Some people have called it the greatest business game ever played, but we knew we'd be winners right from the start. We had the technology, we had the strategy. We took over all the other companies.

Now there's just us. And we're the good guys. All our games are guaranteed to be in the Low to Middle Addiction Range, as defined by H.M. Government. Incidentally, we run the Government, as well.

But that's not all. IDEAS CENTRAL has a multitude of consumer-services designed to cover all eventualities. We're the people who bring you Programs, Promotions, Information Database, Games Reviews, Adventure Helpline and Games Helpline.

And if you've got a hang-up with your hardware, we've got the Bug-Hunters . . . Need we say more?
Always one step ahead in the game. Thinking of your future . . .

WHY THINK FOR YOURSELF? WE CAN DO IT FOR YOU.

FREE

COMPUTER + VIDEO GAMES

BOOK OF MAPS

KNIGHT LORE • DUN DARACH •
RUN • MUD • IMPOSSIBLE •
WILLY • ALIEN 8 • GATES OF
ENTOMBED • KNIGHT
DUMMY RUN
SSIBLE • MISSION • JET SET WILLY
GATES OF DAWN • NODES OF YESOD
KNIGHT LORE • DUN DARACH •
MUD • IMPOSSIBLE •
ALIEN 8 • GATES OF
ENTOMBED • KNIGHT
HERBERT'S DUMMY RUN
IBLE • MISSION • WILLY
S OF DAWN •
NIGHT LORE •
MUD
WHEN YOU'VE QUITE FINISHED, B-CON... BRING WHAT'S LEFT TO MY OFFICE.
WHY DO I BOTHER!
WOOO!
©1985 JERRY PARIS.

I·D·E·A·S
CENTRAL

What else could the 23rd Century be? What else would you want?

Whether you're saving your pennies on simple video and computer games, or emptying your bank account on the latest ultra-classic Total Sensory Immersion experiences, we've got the output to keep up your input. And it won't run out. At the time of its latest updating, our current catalogue would take an expert games-person eight hundred years to work through.

IDEAS Corporation has the answers. What's your question?

Some of you may not remember the bad old days of thirty years ago, when we were just a small outfit called the *Institute* for the *Development* and *Expansion* of *Advanced Systems* . . . the cut-throat competition between rival companies, the high-addiction games, the price-wars, the scandals. We cleaned up all that. Some people have called it the greatest business game ever played, but we knew we'd be winners right from the start. We had the technology, we had the strategy. We took over all the other companies.

Now there's just us. And we're the good guys. All our games are guaranteed to be in the Low to Middle Addiction Range, as defined by H.M. Government. Incidentally, we run the Government, as well.

But that's not all. IDEAS CENTRAL has a multitude of consumer-services designed to cover all eventualities. We're the people who bring you Programs, Promotions, Information Database, Games Reviews, Adventure Helpline and Games Helpline.

And if you've got a hang-up with your hardware, we've got the Bug-Hunters . . . Need we say more?

Always one step ahead in the game. Thinking of your future . . .

WHY THINK FOR YOURSELF? WE CAN DO IT FOR YOU.

COMPUTER + VIDEO GAMES

BOOK OF MAPS

KNIGHT LORE • DUN DARACH • HERBERT'S DUMMY RUN • MUD • IMPOSSIBLE • JET SET WILLY • ALIEN 8 • GATES OF DAWN • NODES OF YESOD • ENTOMBED • KNIGHT LORE • MISSION • JET SET WILLY • HERBERT'S DUMMY RUN • IMPOSSIBLE
WHEN YOU'VE QUITE FINISHED, B-CON... BRING WHAT'S LEFT TO MY OFFICE.
WHY DO I BOTHER!
WOOO!
©1985 JERRY PARIS.

Look, Melissa is a bit busy right now, so she's asked me, OTISS, to tell you all about this truly wonderful C+VG Book of Maps. Thanks to the IDEAs Corporation and the Bug Hunters, your favourite computer mag has managed to put together a collection of the best games maps in the known universe.

Some you may have seen before in the pages of *C+VG* — but we're sure you won't mind, as the games are true classics. Like Alien 8 and Knight Lore for instance. As well as the maps, Big Red, X and B-Con and yours truly, OTISS have been out and about collecting hints and tips on how to get the most out of the games we feature within these power-packed pages.

The very beautiful Melissa has checked our findings thoroughly back at IDEAs Central by running them through the IC computer and old X here has duplicated the maps for you. Despite a few problems getting the paper right — he would insist on coming up with whole trees instead of rolls of newsprint — we got it right in the end. Which is where I'll get it if Jackson T. Kalliber catches me standing around waffling much longer!

Enjoy the maps, keep sending your tips to Melissa R. and watch out for Big Red!

OTISS

LISTING

4 ENTOMBED. Treasure, mysterious secrets and nasty surprises await you in the twilight world of Ultimate's Entombed.

6 KNIGHT LORE. Find the wizard Melkhior and help the explorer be cured of the werewolf curse. Another Ulitmate classic.

8 DUN DARACH. Rescue Loeg from the clutches of the evil Skar. But you'll need this map of Gargoyle's fable city of Dun Darach.

10 HERBERT'S DUMMY RUN. What's in store for Mikro-Gen's Wally baby as he gets lost in a super shop.

12 M.U.D. A whole new experience in adventure games. British Telecom brings you a whole new experience in inter-active adventure games.

14 IMPOSSIBLE MISSION. Find the mad professor before he destroys the world. This map should help you conquer this brilliant game.

16 JET SET WILLY II. A room with a view – at least 135 of them. Help's at hand to beat Software Project's brain-teaser.

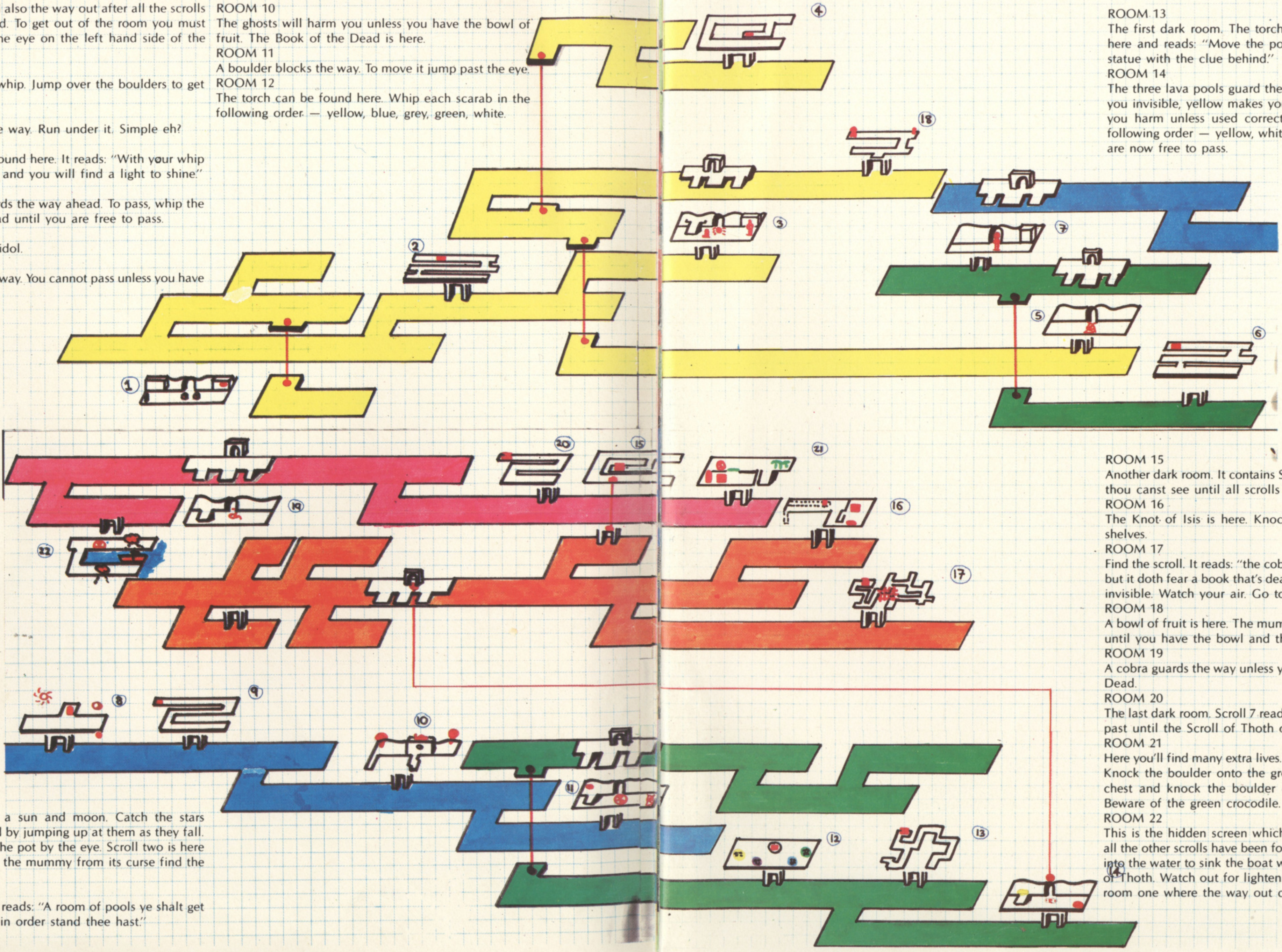
18 ALIEN 8. A screen-by-screen breakdown of Ultimate's chart-topping *3D* maze game.

20 GATES OF DAWN. Step over the threshold into Virgin's 64 screen dream world.

22 NODES OF YESOD. Escape the monsters in Odin's space puzzle.

ENTOMBED

**Ultimate's Entombed is making a lot of gamesters feel trapped.
It features the adventures of Sir Arthur Pendragon, an archaeologist exploring a labyrinth of connecting underground chambers, stuffed with treasure, secrets and some very nasty surprises.
In all there are 22 rooms and eight scrolls to be found.**



ROOM 1
This is the start and also the way out after all the scrolls have been collected. To get out of the room you must jump in front of the eye on the left hand side of the screen.

ROOM 2
Here you find the whip. Jump over the boulders to get to it.

ROOM 3
A spider guards the way. Run under it. Simple eh?

ROOM 4
Scroll one can be found here. It reads: "With your whip a note shall chime and you will find a light to shine."

ROOM 5
A moose head guards the way ahead. To pass, whip the left side of the head until you are free to pass.

ROOM 6
Here you find the idol.

ROOM 7
A statue guards the way. You cannot pass unless you have the idol.

ROOM 8
Here you will see a sun and moon. Catch the stars dropped by the bird by jumping up at them as they fall. Place each one in the pot by the eye. Scroll two is here and reads: "To free the mummy from its curse find the knot of Isis first."

ROOM 9
Find Scroll three. It reads: "A room of pools ye shalt get passed when each in order stand thee hast."

ROOM 10
The ghosts will harm you unless you have the bowl of fruit. The Book of the Dead is here.

ROOM 11
A boulder blocks the way. To move it jump past the eye.

ROOM 12
The torch can be found here. Whip each scarab in the following order — yellow, blue, grey, green, white.

ROOM 13
The first dark room. The torch may help. Scroll five is here and reads: "Move the pots and ye shalt find the statue with the clue behind."

ROOM 14
The three lava pools guard the way ahead. White turns you invisible, yellow makes you visible and red will do you harm unless used correctly. Step in them in the following order — yellow, white, red, yellow, white. You are now free to pass.

ROOM 15
Another dark room. It contains Scroll six: "There's a room thou canst see until all scrolls are with thee."

ROOM 16
The Knot of Isis is here. Knock the two jars off their shelves.

ROOM 17
Find the scroll. It reads: "the cobra guards the way ahead but it doth fear a book that's dead." In this room you turn invisible. Watch your air. Go to room 18.

ROOM 18
A bowl of fruit is here. The mummy will not let you pass until you have the bowl and the Knot of Isis.

ROOM 19
A cobra guards the way unless you have the Book of the Dead.

ROOM 20
The last dark room. Scroll 7 reads: "Osiris will not let you past until the Scroll of Thoth one hast."

ROOM 21
Here you'll find many extra lives. Be careful and be quick. Knock the boulder onto the green platform. Open the chest and knock the boulder off the green platform. Beware of the green crocodile.

ROOM 22
This is the hidden screen which cannot be found until all the other scrolls have been found. Push three boulders into the water to sink the boat which contains the Scroll of Thoth. Watch out for lightening bolts. Travel back to room one where the way out can be found.

KNIGHT LORE

Knight Lore rightly became an instant classic earlier this year. Here we bring you a neat map of the game originally created by Neil Shimwell of Derbyshire plus tips on game play from Derek Mearns and Robert Wright of Witney, Oxfordshire.

Key to map:
BLUE ROOMS: Here you'll find extra lives or some of the things you need for the potion.
RED ROOMS: Here you will find a parapet.
GREEN ROOMS: These rooms are VERY dangerous!
YELLOW ROOMS: Starting points.
PINK ROOMS: Here you will find the Wizard Melkhior and his cauldron.

PLAYING TIPS

JUMPING: When you want to jump a long way hold down the jump key or fire button continuously. This will enable you to jump further than usual. Very useful when leaping over Impalers!

TIMING: In some rooms split second timing is essential. Be careful before you enter to check the day/night indicator at the bottom right hand corner of the screen and make sure you are not about to suffer a transformation into Sabreman/Werewolf. Creatures can still kill you during the transformation.

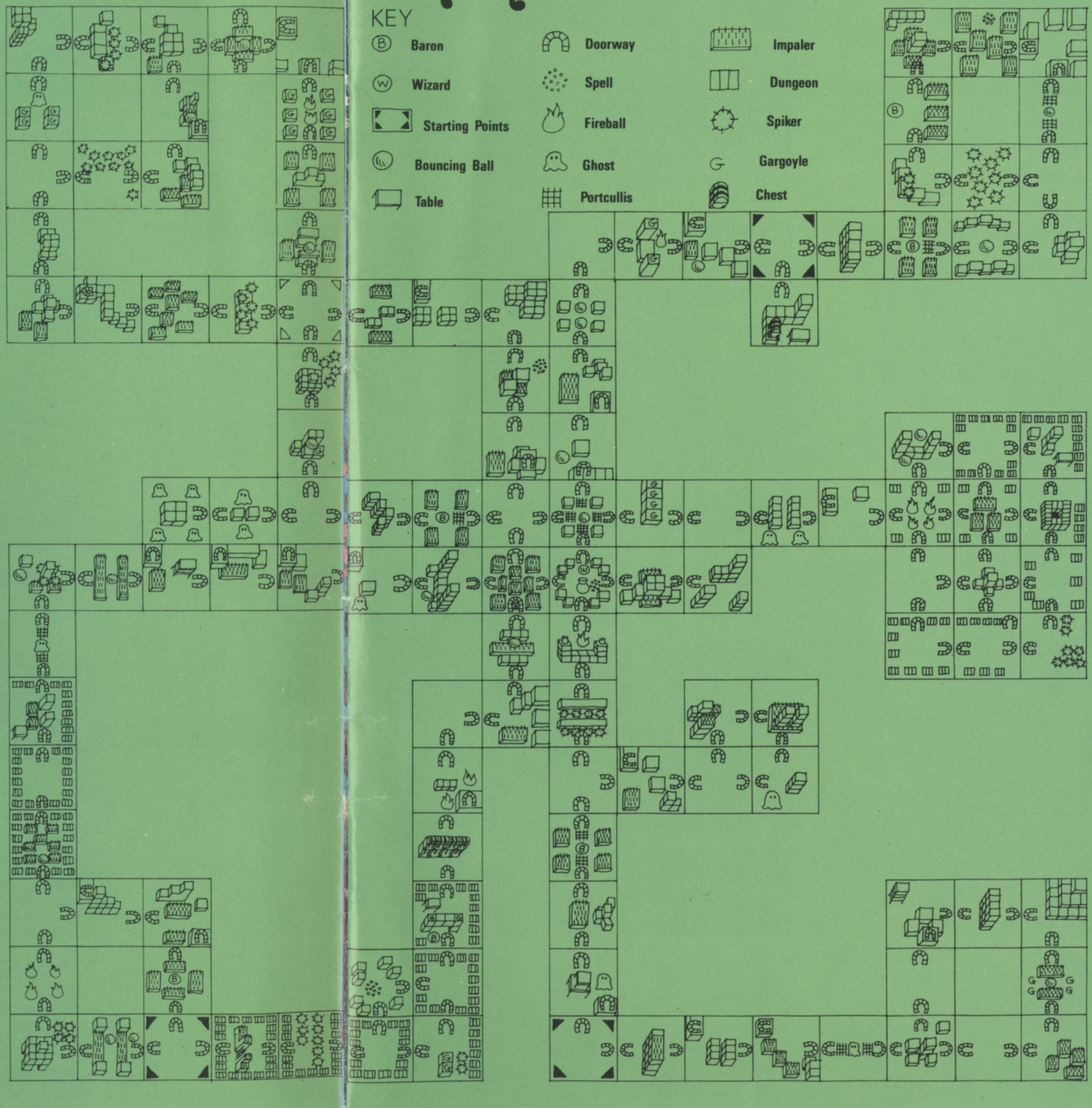
OBJECTS: Some objects can only be picked up using other objects to reach them. In some rooms it may seem impossible to reach an object — until you remember a vital clue.

THE SORCEROR'S CAULDRON: The nasty in the cauldron will only attack if you enter the room in the guise of the Werewolf — so make sure that you are the Sabreman when you enter cauldron room. The object you need will then flash above the cauldron. If you have the object jump up onto the cauldron and drop it in. If you have more than one object make sure you drop the right one — otherwise an object you need later will be wasted. The wizard Melkhior will kill you whether you are a Sabreman or Werewolf — so beware.

FIREBALLS: When you come to a room with two fireballs going back and forth between two columns, go as far as you can toward one side and when a fireball is just over half way across — going away from you — do a super-jump. See jumping tips above.

GUARD: In a room with a guard marching around in between two portcullises hide behind a column until the portcullis nearest you opens and the guard walks out toward the doorway. Sneak in front of the guard as he walks back. The portcullis at the far ennd should be opening by now so you can simply run through in front of him. If the portcullis isn't opening — DON'T PANIC! You can avoid the guard by positioning your Werewolf or Sabreman as far into the corner as possible and wait for a suitable chance to escape.

SABREMAN/WEREWOLF: You've all probably guessed by now, but here's one final tip. In some rooms it helps or is essential to be either the Sabreman or Werewolf. We'll let you work out which!



DUN DARACH

The basic object of Dun Darach by Gargoyle Games is for Cuchulainn the Great to rescue his faithful charioteer, Loeg, from the clutches of the evil Skar.

But there are several secondary quests to be dealt with before you can even think about saving Loeg.

There are 11 other characters, each with their own personalities, who Cuchulainn will come across in his wanderings around this strange city.

This map and the keys to the various areas of the city should help you to complete your quest.

OLD QUARTERS

1	Strongroom
2	Portal
3	Gallery
29	Door
59	Door
85	Door

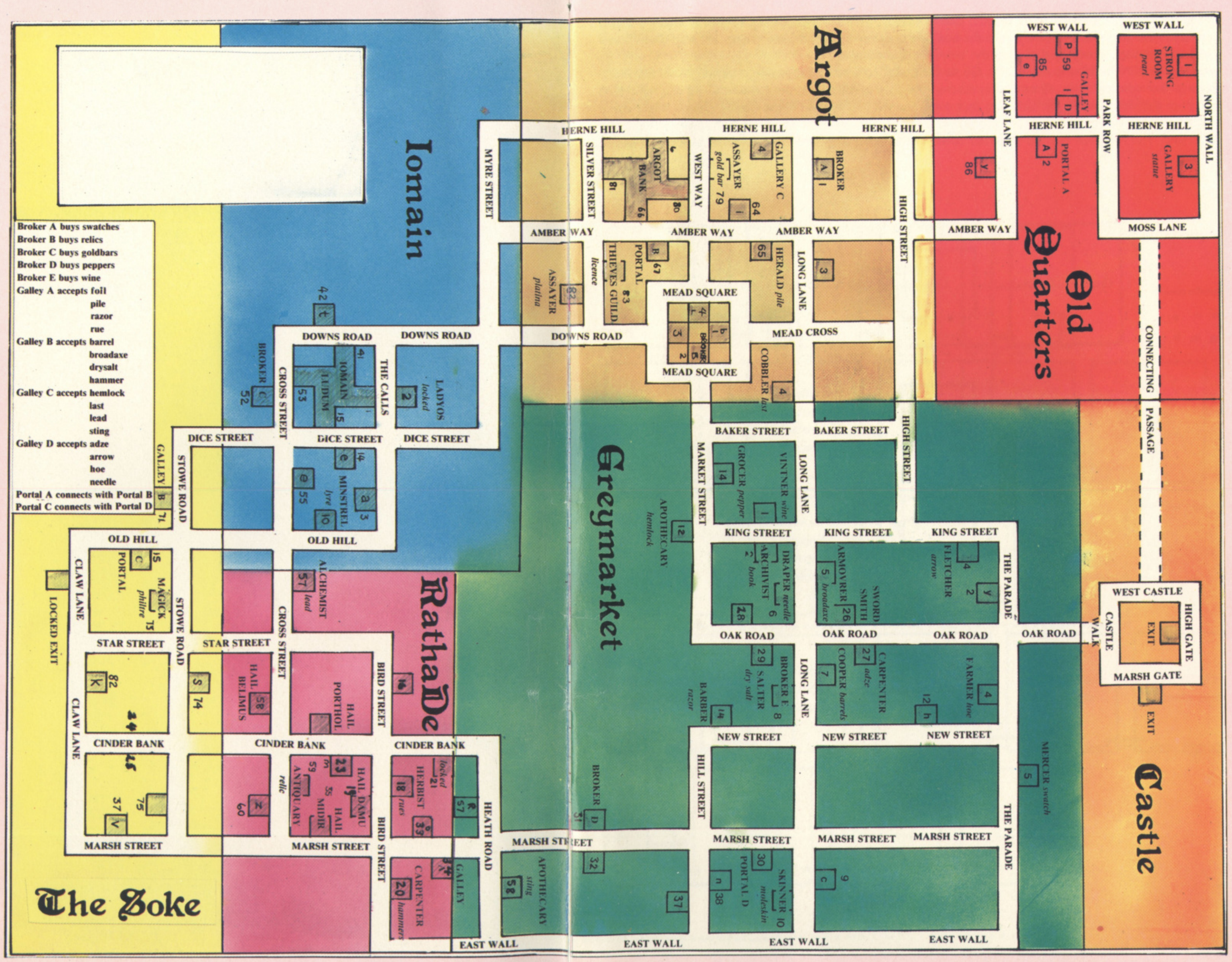
Hint: There is a secret doorway.

GREY MARKET — MERCER HEATH

1	Vinter
2	Archivist
3	Door
4	Farmer
4	Fletcher
5	Mercer
6	Draper
7	Cooper
8	Broker
9	Door
10	Skinner
12	Apothecary
14	Grocer
14	Barber
26	Swordsmith
27	Carpenter
28	Door
29	Salter
30	Portal
31	Broker
32	Door
37	Door
38	Door
57	Door
58	Apothecary

ARGOT

1	Broker
2	Room
3	Room
4	Room
6	Argot Bank
66	Argot Bank
67	Portal
79	Assayer
80	Argot Bank
82	Assayer
83	Thieves Guild
64	Room
65	Herald
4	Cobbler


Broker A buys swatches
Broker B buys relics
Broker C buys goldbars
Broker D buys peppers
Broker E buys wine
Galley A accepts foil
pile
razor
rue
Galley B accepts barrel
broadaxe
drysalt
hammer
Galley C accepts hemlock
last
lead
sting
Galley D accepts adze
arrow
hoe
needle
Portal A connects with Portal B
Portal C connects with Portal D
Iomain
Argot
Old Quarters
Greymarket
Ratha De
Castle
The Soke
WEST WALL
NORTH WALL
LEAF LANE
PARK ROW
HERNE HILL
MYRE STREET
SILVER STREET
WEST WAY
HIGH STREET
AMBER WAY
MOSS LANE
MEAD SQUARE
MEAD CROSS
DOWNS ROAD
CONNECTING PASSAGE
CROSS STREET
THE CALLS
DICE STREET
STOWE ROAD
OLD HILL
BAKER STREET
MARKET STREET
LONG LANE
KING STREET
THE PARADE
OAK ROAD
WEST CASTLE
CASTLE WALK
HIGH GATE
MARSH GATE
EXIT
CLAW LANE
LOCKED EXIT
STAR STREET
BIRD STREET
CINDER BANK
NEW STREET
HILL STREET
HEATH ROAD
MARSH STREET
EAST WALL
STRONG ROOM
GALLERY
PORTAL A
ASSAYER
ARGOT BANK
GALLERY C
BROKER
THIEVES GUILD
PORTAL
HERALD
COBBLER
IOMAIN LUDUM
LADYOS
MINSTREL
ALCHEMIST
MAGICK
HAIL BELIMUS
HAIL PORTHOL
HAIL DANU
HAIL MIDIR
ANTIQUARY
HERBIST
CARPENTER
APOTHECARY
GROCER
VINTNER
DRAPER
ARCHIVIST
ARMORER
SWORD SMITH
FLETCHER
SALTER
BARBER
COOPER
FARMER
MERCER
SKINNER
PORTAL D

Mead Square

1	Room
2	Broker
3	Room
4	Room

IOMAIN

1	Iomain Ludum
2	Ladyos
3	Room
10	Minstrel
14	Room
15	Iomain Ludum
41	Iomain Ludum
42	Room
52	Broker
53	Iomain Ludum
55	Room

RATHA DE

16	Door
18	Herbist
19	Hail Danu
22	Hail Parthol
23	Door
33	Door
34	Gallery
35	hail Mioir
57	Alchemist
59	Antiquary
60	Door

THE SOKE

15	Portal
21	Door
24	Magick
25	Door
37	Door
71	Gallery
73	Magick
74	Door
75	Door
82	Door

HERBERT'S DUMMY RUN

DESPITE being the third game to use the *Pyjamarama* style *Herbert's Dummy Run* is still great fun to play. In my opinion it has the most difficult problems yet devised. One of the most important things to remember in this game is that it is next to impossible to obtain extra lives. To finish the game would take a good player — sorry, a GREAT player — at least one hour. You can't afford to waste energy completing any one task, since there are so many others. Practice is the only answer!

TO GET PAST THE DALEK SCREEN:

Go to the Cafe, take the honey-pot. Go to the Furniture & Vacuum cleaners Dept. and take the box key. Return to the Toy Dept. and jump onto the box. You'll discover that the box is a Jack-in-the-box. As it opens it hurls Herbert onto the top shelf. Swop the honeypot for the Teddy-Bear and jump down. Go outside the store, take the rope.

You should now be carrying the TEDDY BEAR and the ROPE. Go to the Dalek screen. While you fight to stay alive, the Teddy will slowly go across the screen to the right-hand side. Once he has reached the door and disappeared, you can go to that right-hand side. Once he has reached the door and disappeared, you can go to that door. You will find yourself in the Clothing Dept. (Menswear). Although you can see part of the storeroom to your right. Go to the end of the rope which is hanging from the ceiling, and you will drop the rope you are carrying. The rope will now be threaded down to the Swimming Pool Dept. and can be climbed to get the duck.

TO REPAIR THE TORCH:

You will find the torch in the Beds/Bedroom Furnishings Dept. Go to the Lightning Dept, pick up the bulb. This mends the torch, which is used to see in the Shooting Gallery.

TO GET PAST THE TIN SOLDIERS (CASTLE):

Get the pop gun (Sports Dept), go to the wine cellar. Take the cork and the pop gun will be loaded. With the loaded pop gun you can safely pass the soldiers and enter the castle. Once on the castle roof, swop the pop gun for the flag — which is for the top of the sandcastle, no doubt!

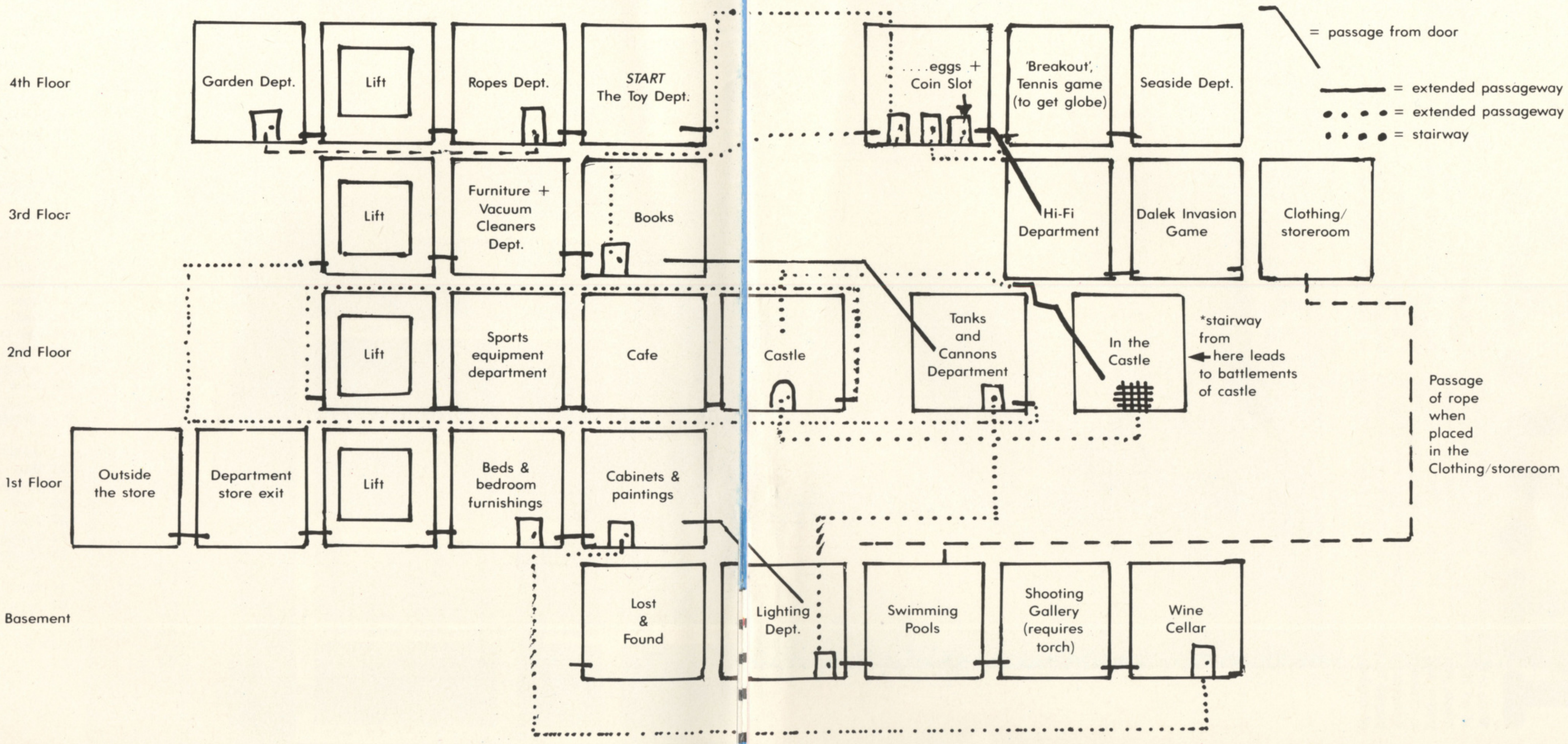
TO GET INTO THE LOST/FOUND DEPT:

Play the Breakout game until you have cleared all the blocks. The glove will fall, and once you pick it up go to the Cabinets/Paintings Dept. and you can pass through the door with the hand on it. HAND-LE, Geddit?!

GENERAL TIPS:

I suspect that the rubber duck above the pool, lowered when the rope is in place, is for crossing the moat onto the sandcastle (Seaside Dept) but as yet I haven't managed to get it. I also think that the stones on the sandcastle are to load the catapult, which in turn is probably for the shooting gallery. One thing Melissa would most certainly like to know, is how on earth do you get the 10p into the coin slot? Any ideas?

AONGHUS DE BARRA


4th Floor
3rd Floor
2nd Floor
1st Floor
Basement
Garden Dept.
Lift
Ropes Dept.
START
The Toy Dept.
. . . . eggs +
Coin Slot
'Breakout',
Tennis game
(to get globe)
Seaside Dept.
Furniture +
Vacuum
Cleaners
Dept.
Books
Hi-Fi
Department
Dalek Invasion
Game
Clothing/
storeroom
Sports
equipment
department
Cafe
Castle
Tanks
and
Cannons
Department
In the
Castle
*stairway
from
here leads
to battlements
of castle
Outside
the store
Department
store exit
Beds &
bedroom
furnishings
Cabinets &
paintings
Lost
&
Found
Lighting
Dept.
Swimming
Pools
Shooting
Gallery
(requires
torch)
Wine
Cellar
= passage from door
= extended passageway
= extended passageway
= stairway
Passage
of rope
when
placed
in the
Clothing/storeroom

M.U.D.

What is M.U.D. and why are we showing you a map of it? It's not strictly a regular computer game. I mean, you just can't slap a tape into your cassette player and start playing M.U.D. That's because it's a interactive modem linked game. Multi User Dungeon is a unique adventure game which can be played by several at once — thanks to the miracle of modems and the wonderful people at British Telecom, who also back Firebird Software.

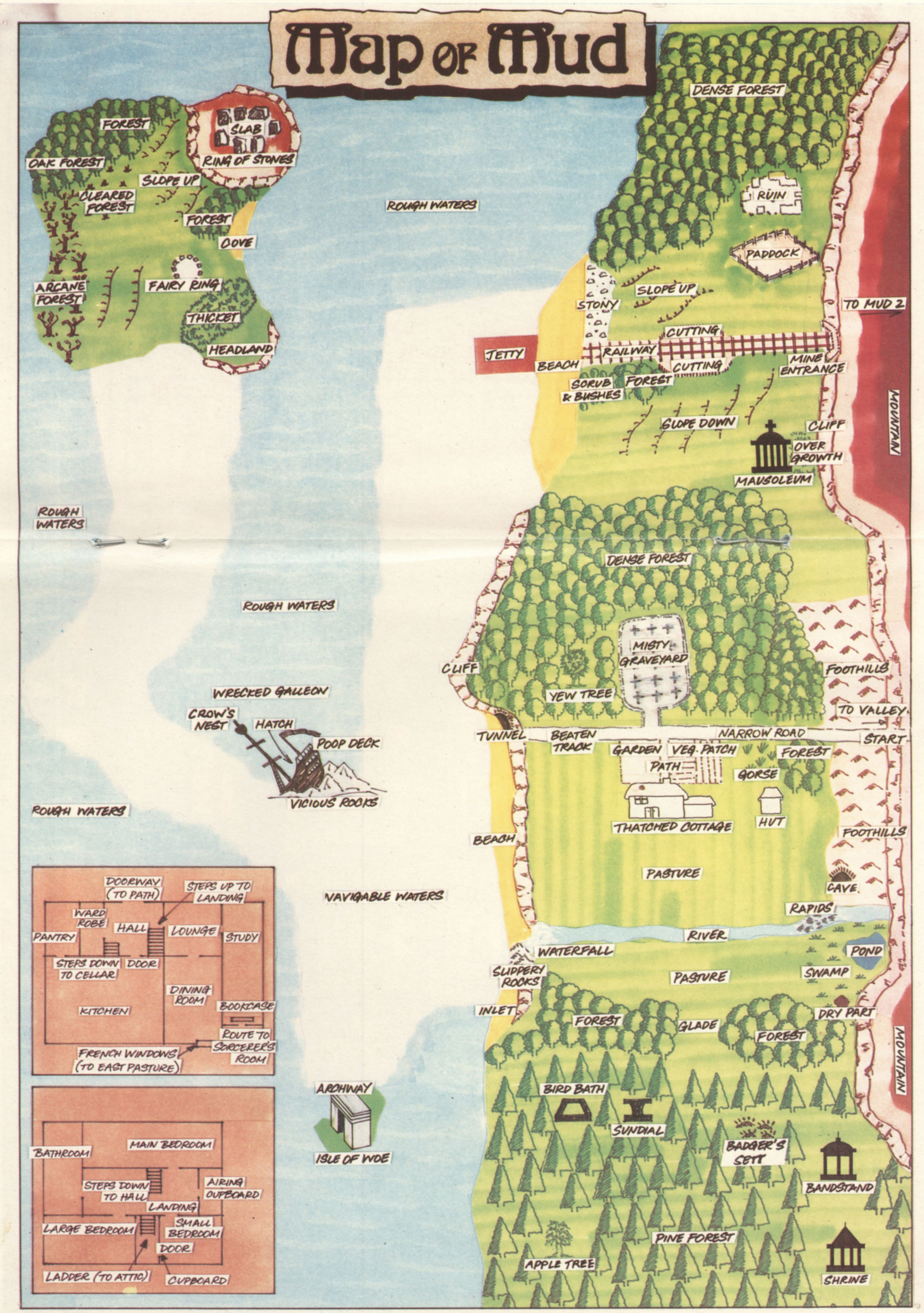
The game was created by Roy Trubshaw and Richard Bartle and ran on the Essex University's Dec 10 mainframe. The game soon gained cult status and a huge following.

Now BT have decided to let us mere mortals in on the game and have made it available to everyone with the right hardware/modem set up.

Unlike normal adventures where you sit and play the computer M.U.D. allows you to enter a mysterious world packed with real-life characters who are as unpredictable and frustrating as real people — which is probably because they are real people!

Here for the FIRST time anywhere we proudly present a map of the land of M.U.D. This is where you'll find yourself if you decide to tune into BT's mega-adventure?

Why not check out the Great M.U.D. Challenge — *C&VG*'s search for a M.U.D. champion!


Map of Mud
FOREST
SLAB
RING OF STONES
OAK FOREST
SLOPE UP
CLEARED FOREST
FOREST
COVE
ARCANE FOREST
FAIRY RING
THICKET
HEADLAND
ROUGH WATERS
DENSE FOREST
RUIN
PADDOCK
SLOPE UP
STONY
TO MUD 2
CUTTING
JETTY
BEACH
RAILWAY
CUTTING
MINE ENTRANCE
SCRUB & BUSHES
FOREST
MOUNTAIN
SLOPE DOWN
CLIFF
OVER GROWTH
MAUSOLEUM
ROUGH WATERS
DENSE FOREST
ROUGH WATERS
MISTY GRAVEYARD
CLIFF
FOOTHILLS
WRECKED GALLEON
YEW TREE
CROW'S NEST
HATCH
TO VALLEY
POOP DECK
TUNNEL
BEATEN TRACK
NARROW ROAD
START
GARDEN
VEG. PATCH
FOREST
PATH
GORSE
VICIOUS ROCKS
ROUGH WATERS
THATCHED COTTAGE
HUT
BEACH
FOOTHILLS
PASTURE
DOORWAY (TO PATH)
STEPS UP TO LANDING
NAVIGABLE WATERS
CAVE
WARD ROBE
HALL
LOUNGE
STUDY
RAPIDS
PANTRY
RIVER
WATERFALL
POND
STEPS DOWN TO CELLAR
DOOR
SLIPPERY ROCKS
PASTURE
SWAMP
DINING ROOM
KITCHEN
BOOKCASE
INLET
DRY PART
ROUTE TO SORCERER'S ROOM
FOREST
GLADE
FOREST
FRENCH WINDOWS (TO EAST PASTURE)
MOUNTAIN
ARCHWAY
BIRD BATH
SUNDIAL
BADGER'S SETT
MAIN BEDROOM
BATHROOM
ISLE OF WOE
STEPS DOWN TO HALL
AIRING CUPBOARD
BANDSTAND
LANDING
LARGE BEDROOM
SMALL BEDROOM
DOOR
PINE FOREST
APPLE TREE
LADDER (TO ATTIC)
CUPBOARD
SHRINE

IMPOSSIBLE MISSION

Impossible Mission, C+VG's Game of the Month back in April, is a classic. Our reviewer described it as "simply one of the best computer games I have ever played."

And it is also one of the hardest to play. To beat the game you must search through the underground fortress of a mad professor and shutdown his computer which is only hours away from cracking the entry codes to all the military computer centres and starting a nuclear war.

But to do this you must find the pieces to the electronic puzzles which are the only means of shutting down the computer's central mechanism.

Our hints and tips to help you conquer this game come from Ben Salkeld and David Lofthouse from Chandler's Ford in Hampshire.

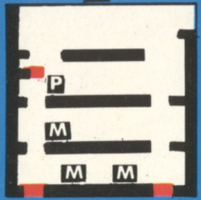
SNOOZERS. Stop the snoozing robots by going to the computer and move the arrow until it is level with Temporarily Disable Robots in this Room. This will stop the robots for a couple of seconds, allowing you to walk by them without getting killed. This is also helpful when you want to search furniture.

LIFT SYMBOLS. The lift symbol puts the platforms into the original positions. Go to the computer and put the arrow on reset. This is useful for leaving a room intact or if you want to come back to it later. It can also be used if you have fallen off a platform. If you do not have a Lift Symbol you can kill yourself and the platforms will go back to their original positions.

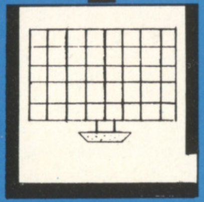
CODE ROOMS. This room is laid out like a chessboard and you must arrange the musical notes in ascending order. When in the correct order another set appears but with an extra square. If you get stuck or fed up move the hand to the bottom of the board and press fire and start playing again.

PUZZLES. There are nine puzzles with four pieces each. Get the pieces by going to the lift, press fire button and jump. With the keypanel on the right you can change their colour, re-arrange them, or get rid of a piece.

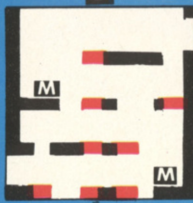
1



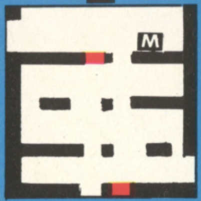
2



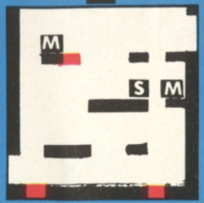
3



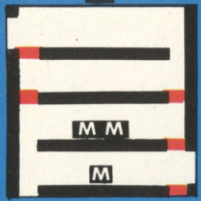
4



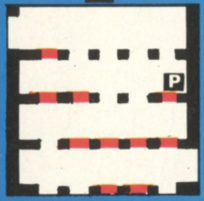
5



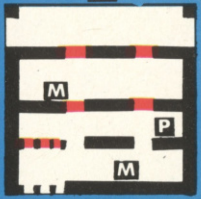
6



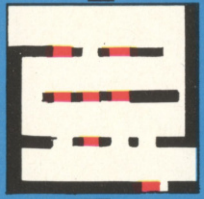
7



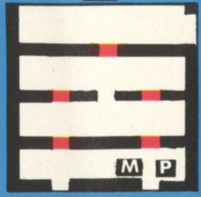
8



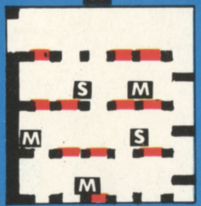
9



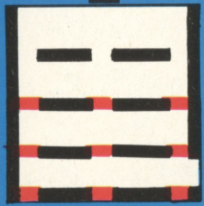
10



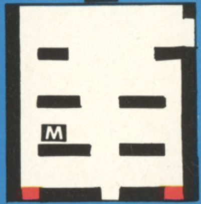
11



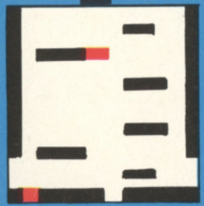
12



13

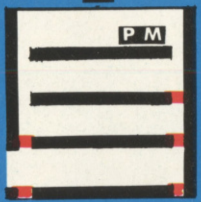


14

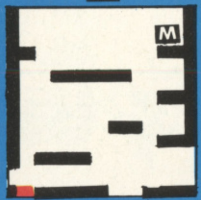


🟥 — Light symbols
P — Lift symbol
M — Maps
S — Snoozers

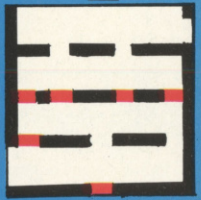
15



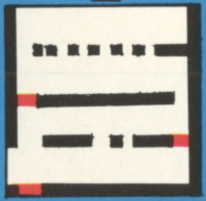
16



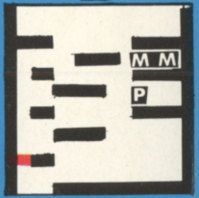
17



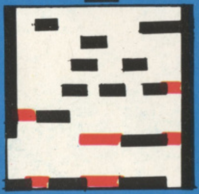
18



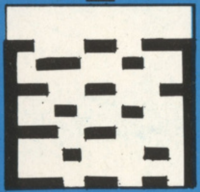
19



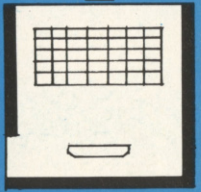
20



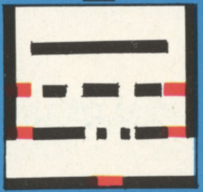
21



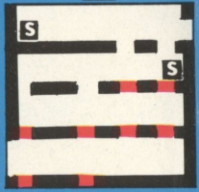
22

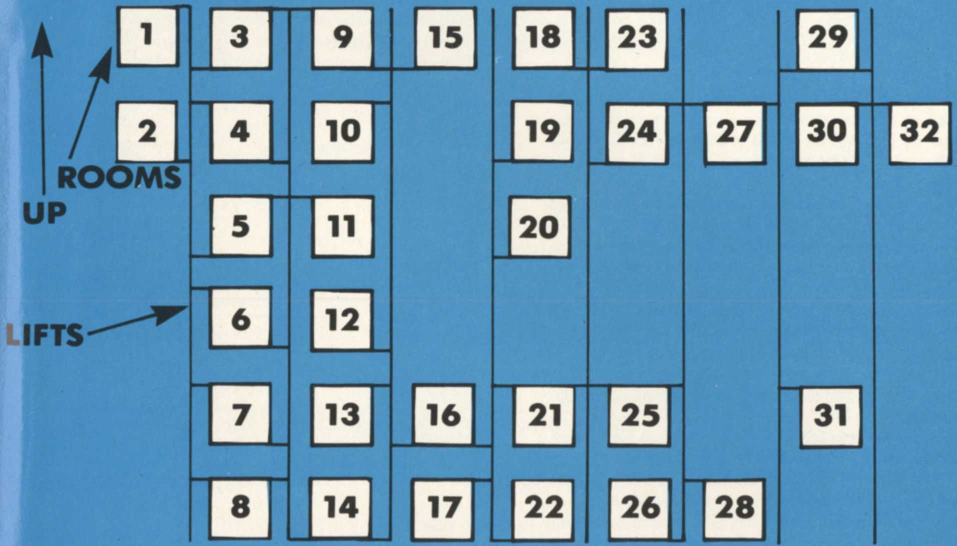


23

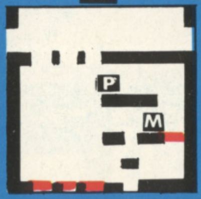


24

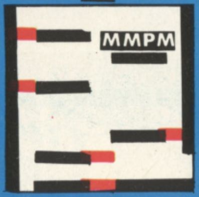




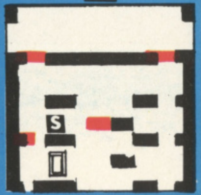
25



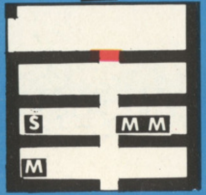
26



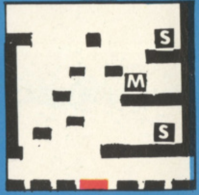
27



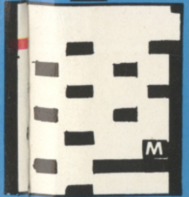
28



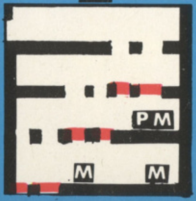
29



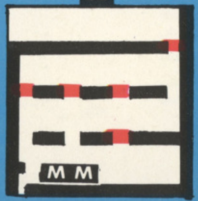
30



31



32



JET SET WILLY II

Willy has just returned from hospital and is back in the sequel to the all time smash *Jet Set Willy.* Now he has to face the final frontier! Maria, his ever-nagging housekeeper is on poor Willy's back again and is demanding that he clear up the mess made by the builders who have just finished altering his mansion.

Who were the builders? Apparently not what they seemed. They had green skin! These alien builders added many more rooms to the mansion, but they also added a Rocket Room, allowing Willy access to a Space Station and an alien planet. However, even in these distant places, Willy cannot escape maria and she is forcing him to clear them up as well!

The playing area is divided into three main sections. The Mansion, The Space Station and The Planet. On my last count there were 135 rooms altogether which is more than twice as many as *Jet Set Willy.* To complete the game, Willy must collect all the objects which have been scattered around.

Starting with the mansion, most of the original rooms remain although some have been altered or have different creatures or objects. Others have just had their names changed. For instance, **Dr Jones Will Never Believe This** is now **Even I Don't Believe This** and **Back Door** is now **New Back Door**.

However many new rooms have been added to the mansion itself and some of these have been laid out in a rather strange manner. Walking down the toilet in **Bathroom (With Purple Bath)** (27) will take Willy to **Now You're In It** (92).

Below this is **To Thy Grave** (94) and to the left of it is a root to **Entrance To Hades** (88). It is now possible to walk on the "letters" in this room, but it doesn't seem to be much use! To the left of **To Thy Grave** is a root to **Drinking Vater**? (95) but again there is no apparent use for this room.

Now down to some of the new rooms which have been added underneath the mansion. Falling down from **Down T' Pit** (87) will take you to **The Time Loop (Bye)** (89). The only way out of here is to fall down the **Well**, which takes up three rooms (90, 91 & 93), and land in **Drinking Vater**? in which case Willy will lose all his lives anyway, so there's not much point in going down there unless you're exploring.

Another room which has been added beneath the mansion, called **The Crypt** (68) has an exit to **Decapitare** (69) on the left. This exit is blocked by a monk. However, up at the top of this room is a little switch (remember these from **Jet Set Willy**? which will take the monk away from the exit when touched by Willy. But remember, Willy cannot take the same root back to the main part of the mansion.

To go back it is necessary to go through **Under The Drive** (84) and up through the manhole to **The Drive** (72). Next to the **Forgotten Abbey** (62) is **Trip Switch** (63).

Another switch at the top left corner of this room changes the name of the room to **Trip Switch On** when touched by Willy.

Now to another part of the mansion. When Willy climbs up the rope in **Cold Store** (44) he ends up not in the **Swimming Pool** (31) as would be expected but in **The Sewer (Main Entrance)** (100).

From here he can explore seven new rooms, obviously built as a new sanitary system for the mansion. To return to the mansion again Willy must fall from the **Outlet** (97) from where he will land on **The Beach** (59).

One other room in the mansion needs a mention. That is **Without A Limb** (39) and is accessed by jumping from the left of **Out On A Limb** (40). This room is not unlike **Entrance To Hades** (88) as just enough time is given to read the short but "to the point" message before Willy loses the remainder of his lives in the rooms below.

Now I suppose you've been wondering how to get to the space Station. Well, as a matter of fact, this couldn't be simpler. First of all, make your way to the **Watch Tower** (2) at the top of the mansion. Climb on top of this room and jump up. Willy will now find himself in the **Rocket Room** (1).

By the way, from here on, Willy's figure is enclosed in a space suit. When the objects at the top of this room have been collected, the rocket will take off, transporting Willy to the space station where he will materialise in **Docking Bay** (122). Willy is now free to explore 23 rooms in the station and of course, to collect any of the objects which are there.

If he wants to leave the Space Station area, he must make his way to **Beam Me Down Spotty** (107). There are five platforms in the centre of this room and Willy has a choice of either returning to the mansion or transporting himself to an alien planet.

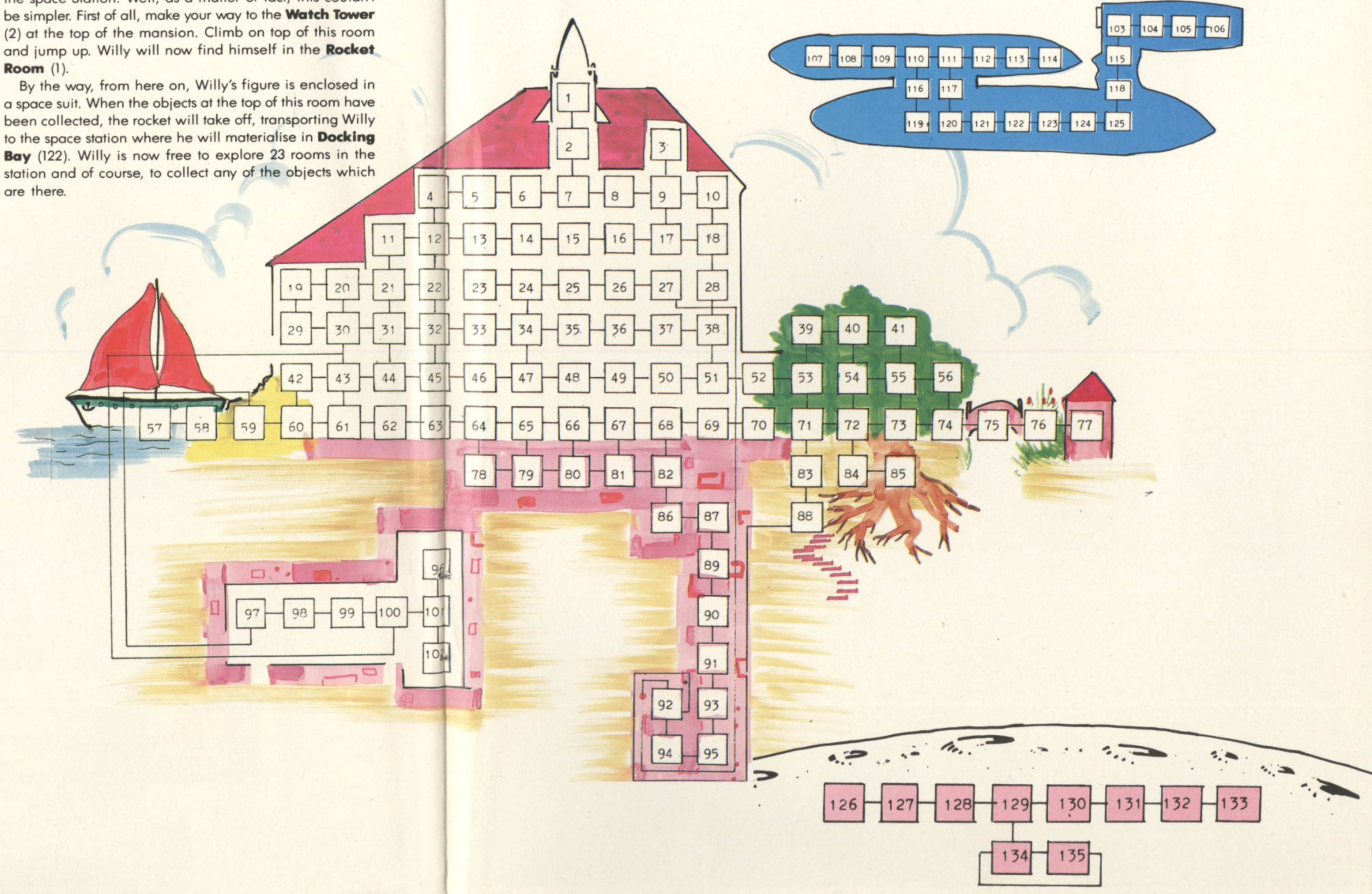
To return to the mansion he must stand on the top-right platform. From here he will be beamed down to the **Bathroom (With Purple Bath)** where he started from at the beginning of the game. To get to the planet, Willy should stand on the top-left platform and he will be transported there, appearing in **Teleporter** (126). From here he is free to explore the planet at will. One particular room of interest on the planet is **The Hole With No Name** (134).

A secret exit to the right of this room will bring Willy to **The Secret Passage** (135) and on exiting this Willy will find himself on the other side of **The Hole With No Name**, causing a "wrap around" effect. Similar "wrap around" effects can be found in other rooms such as **Now You're In It, Loony Jet Set** and **Entrance To Hades** and are necessary for getting certain objects.

Once you've finished guiding Willy round the planet area you can return to the Space Station. This is done by going to **Spot Me Down Beamy** (133) and stand on the top-right platform. From here Willy will be transported back to **Beam Me Down Spotty** (107). Don't get these two rooms confused! Once back in the Space Station Willy can return to the mansion in the way described earlier.

To collect all the objects throughout the game will require much practice and patience. Patterns and routes have to be worked out individually for many of the rooms.

Obviously you'll have a head start if you played **Jet Set Willy** but you only have one extra life to complete all the new rooms!



ALIEN 8

We proudly present our ultimate *Alien 8* map! A screen by screen guide to one of the best games around. Tips come from Aonghus De Barra from Dublin and Timothy and James Closs of Shepperton.

First find yourself on the map. As with *Knight Lore* you begin each game from a different location. Use a small marker or counter to mark your starting point.

When entering a room be careful, and use the pause button to help plan your moves if there is an alien or Cyberat in the room.

In some rooms you will find a group of blocks with arrows on them, together with one or two Robodroids. Jumping onto a block will make the Robodroids move in the corresponding direction. Using this technique you can move any obstacles using the Robodroids — clearing exists, moving dangerous objects etc. Where there are two Robodroids, one will be controlled until you jump off the blocks — the other will come under your control when you jump on to another arrow block.

In one room the exit is blocked by a double row of obstacles. The Robodroid can only destroy the bottom ones — so what do you do? Simple. Just put one of the valves you are carrying onto the droid then begin to control him — this way you destroy both top and bottom obstacles.

Those of you who are really new to this sort of game might like to know that you can jump higher by standing on an object you are carrying. But remember to press the "pick-up" key at the same time as "jump" so you take the object with you.

If you are not carrying anything, here's how to cross obstacles which are just one block high. Walk as close as you can to the obstacle then turn right around and walk one space back.

Turn to face the obstacle again and press the "jump" key — and keep it pressed, otherwise you won't make it!

In one room there is a "hidden circuit". This means the control blocks are hidden underneath a tower of disappearing blocks which must be destroyed if you wish to control the robot.

If the right valve is dropped in a cryogenic chamber, it will move towards the socket. In some chambers this can be used to your advantage — drop the valve and let it carry you to the socket!

In the cryogenic chambers, where fatal objects are suspended from the roof, make sure you drop no valve other than the right one, as this will result in the objects falling down on top of you.

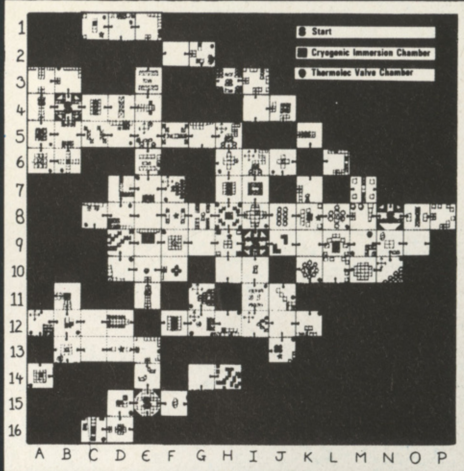
Space dust often needs to be jumped on if a valve is to be reached. By dropping a valve on top of the space dust and standing on top of it, the dust can be controlled to go wherever you want it to!

Cyberats are a pain unless you know how to get past them. As soon as you enter the room, drop and stand on a valve. The Cyperats may push you around, but shouldn't kill you. When you see a space in front of you, pick up the valve again. Repeat this procedure until you reach the exit.

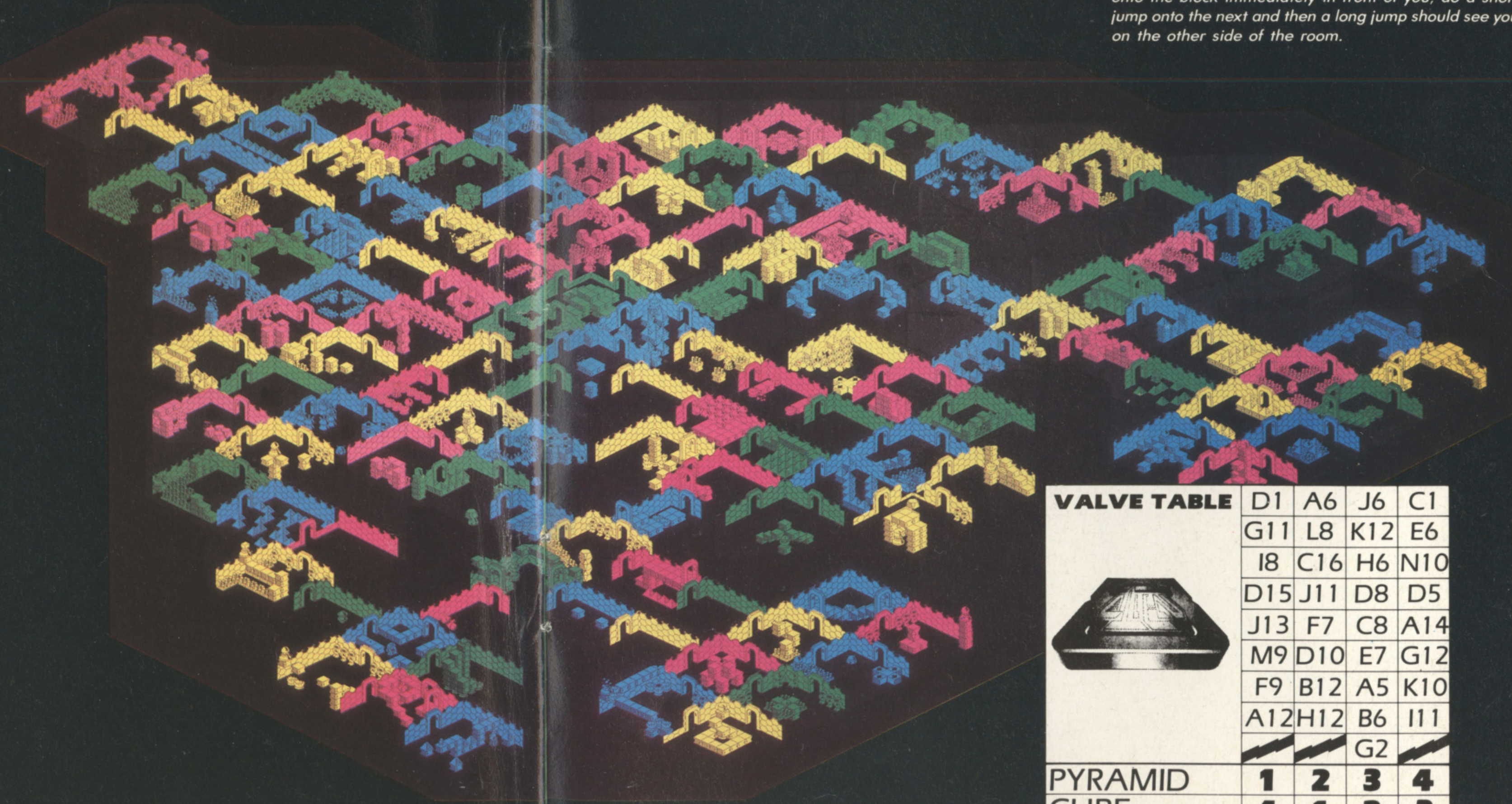
To pass a Plasmic Usher safely, run right up to it before jumping as far as possible.

How to use the valve table:

There are 33 valves scattered throughout the starship. A valve can always be found in the same room, although the shape of the valve changes for each play. The table shows that valve rooms are grouped in four sets — three with 8 valves and one with 9. Depending on which valve you find first, it is possible to deduce in which rooms other valves can be found. For example, if you found a cube in M9, you find a hemisphere in G2 and a pyramid in K10, as you would be playing with sequence four.



B13 — The object lies underneath the centre blocks, but before it can be picked up two moveable blocks must be shifted: To avoid losing a life, the object should be moved from under the blocks before being picked up, as the upturned egg shell will fall when the object is taken.
C9 — The block in this room is presumably a red herring as the Life Support Socket can be reached by walking under the arch.
F9 — Push the object off the blocks before you pick up as the egg shells surround and kill you when you pick it up.
F15/N9 — To avoid the intelligent object, it often helps if you go to one side of him, then double back and go round the other side. This has the effect of fooling him into thinking you are going a different way to the one you are.
H14 — Using your object to jump over the pyramids, take the route around the outside right of the room. It is easier and quicker than taking the intended route.
J4 — Go to the protruding block of the platform you are on, and jump onto the block amongst the egg shells. This will then rise to the level of the other door.
L9 — There is no need to turn at all here. Simply jump onto the block immediately in front of you, do a short jump onto the next and then a long jump should see you on the other side of the room.

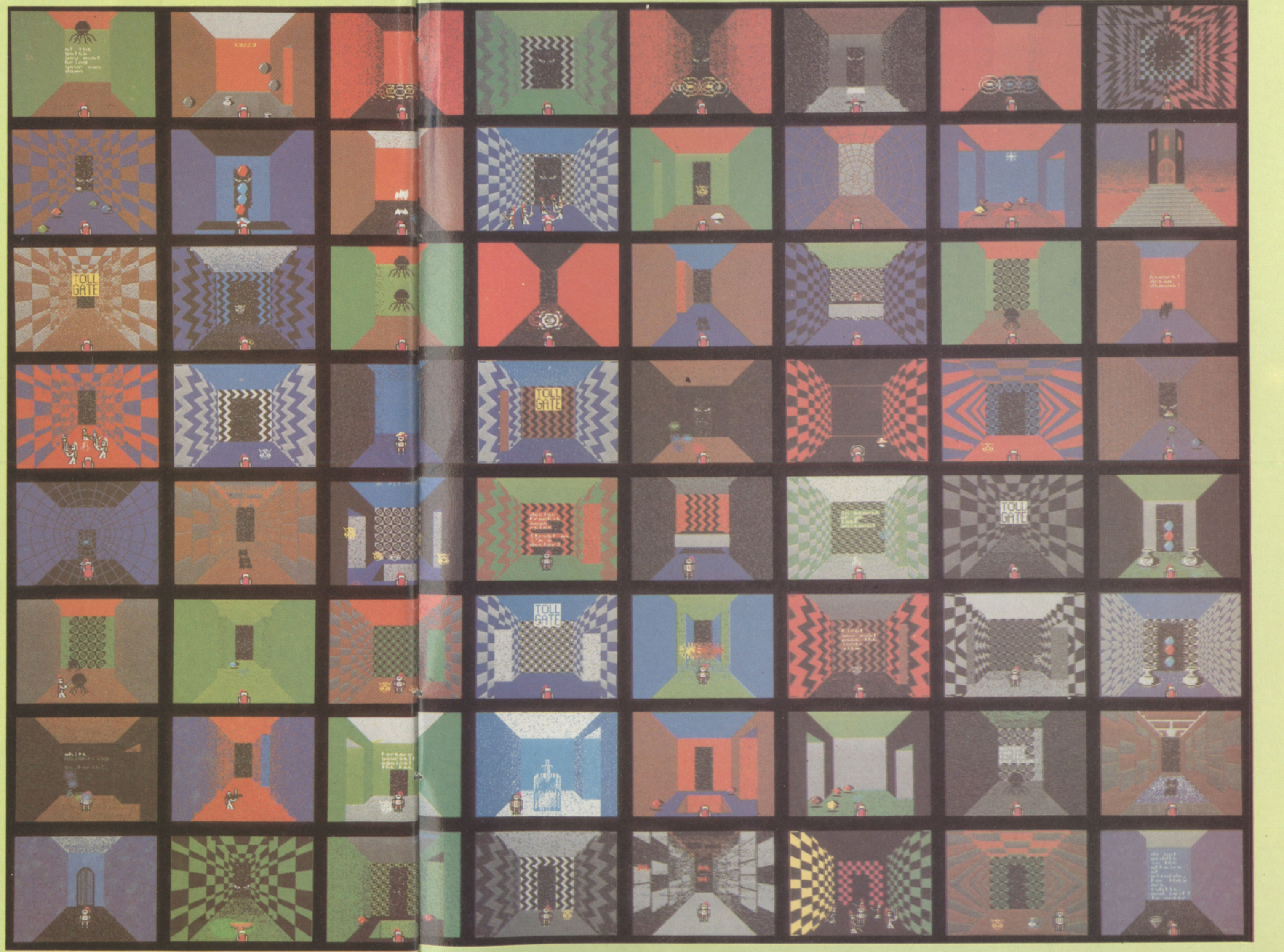


VALVE TABLE	D1	A6	J6	C1
	G11	L8	K12	E6
	I8	C16	H6	N10
	D15	J11	D8	D5
	J13	F7	C8	A14
	M9	D10	E7	G12
	F9	B12	A5	K10
	A12	H12	B6	I11
			G2	
PYRAMID	**1**	**2**	**3**	**4**
CUBE	**4**	**1**	**2**	**3**
CYLINDER	**3**	**4**	**1**	**2**
HEMISPHERE	**2**	**3**	**4**	**1**

GATES OF DAWN

Charles Goodwin's medieval maze mystery Gates Of Dawn wasn't the smash hit it deserved to be. And if you didn't rush out and get it, here's what you missed — only one of the best C64 games this year that's all! Charles suggests that the best way to use the map is to draw your own 8×8 grid on a bit of graph paper and use that to trace your route, using the hints and tips below to help you along.

You start, logically enough, in room A0. proceed B1, pick up scroll and read it, this slows the blobs down. Pick up the bottle at the back and go C0, C1, B1, A2, A3. In A3 take the bottle which is full of oil, pour it out and you get 'well oiled'. This allows you to slip through the web. Go A4 pick up the hip flask and jar and proceed into A5. You have to pay a toll to go any further — give up the jar. Proceed A6, A7, B7, B6, pick up the mushroom, go B5 pick up crystal, B4, B3, B2 go out the door and come in again so if you're killed you face the right way. Pick up the ruby. Proceed B1, C1, C0, D0, E0, F0, G0, H1 drop a crystal in the water and it freezes over. H2. If you back straight out of this room you miss it altogether. Same applies to H3, Go H4, G5, G4, G3. Offer the toll gate a crystal. Go G2, G1, F1, E1, D1, D2, C2, C3, C4, C5, C6, C7. Pick up the flashing jewels you need these to get through. Come back through C6, C5. Here is a good place to eat your mushroom. This will make various invisible creatures visible. However, everything else now looks like a mushroom too for a while. Proceed C4, C3, collecting the flashing jewels/mushrooms. Go back through C4, C5, C6, C7. Then D7, D6, E6, E5, E4. Hopefully you have with you a second mushroom. Eat it and you'll shrink. You can now get under the block. Go through into F3, F4. Catching the roving mushroom reveals a hidden door which takes you into F5. There's another block in your way, under which is a jewel and a sword. Push the jewel out from under the block and it'll kill you off, but you have to do it because you need the sword and that's the only way to get it. Return F4, F3, E3, E2. Walk into the shimmering lights and they'll turn into apples — these will restore your strength. Proceed E1, D1. You should have a burning sword with you — use it on the block of ice. You get another sword, a different one which you'll need later. Swords are important from now on so collect them. Go D2, C2, C3, C4, C5, C6, C7, D7, E7, F7. Use the gemstone as a barrier. G7. In G6 catch the falling star. Into H6 you're nearly there but you're going to get attacked by four different nasties, and you'll need different swords for each of them. And finally H7. You'll have to find out what amazing experience you're in store for on your own.



NODES OF YESOD

Here's a mega map from the very talented Gary J. Saul from Sheffield. Gary used up 100's of felt tip pens and much patience to get this map of the game with the name that sounds like you've got a very bad cold when you say it The Nodes of Yesod. He also came up with the tips too...

It's easier playing from the keyboard as some jumps require almost pixel accuracy. In general don't stand around — use the pause facility frequently. There are 3 main types of opponents in the game:—

● Monsters you can destroy: These are the spring monsters, bugs, crystal clouds and whirwinds. Use the mole to destroy them as this does not drain your energy.

● Indestructable Monsters: These are horned demons, rock monsters, repulsor plants, fish, worms, liver-birds and cockroaches. If contacted these will bounce you all over the screen draining large amounts of energy. They are unaffected by the mole. Avoidance is ones best bet, using the plynths and platforms where possible. Fortunately, they travel in fixed paths, so with a little care and timing most can be avoided.

● Alien Spacemen: Ones only defense is to leave the screen (they don't follow) or place a gravity stick. Once played you can contact them and destroy them without losing an alchiem.

GRAVITY STICKS

Aquired with extra lives. They will negate all killable monsters but should be saved for the Alien Spacemen. They are picked-up automatically upon leaving the screen.

MOLE MODE

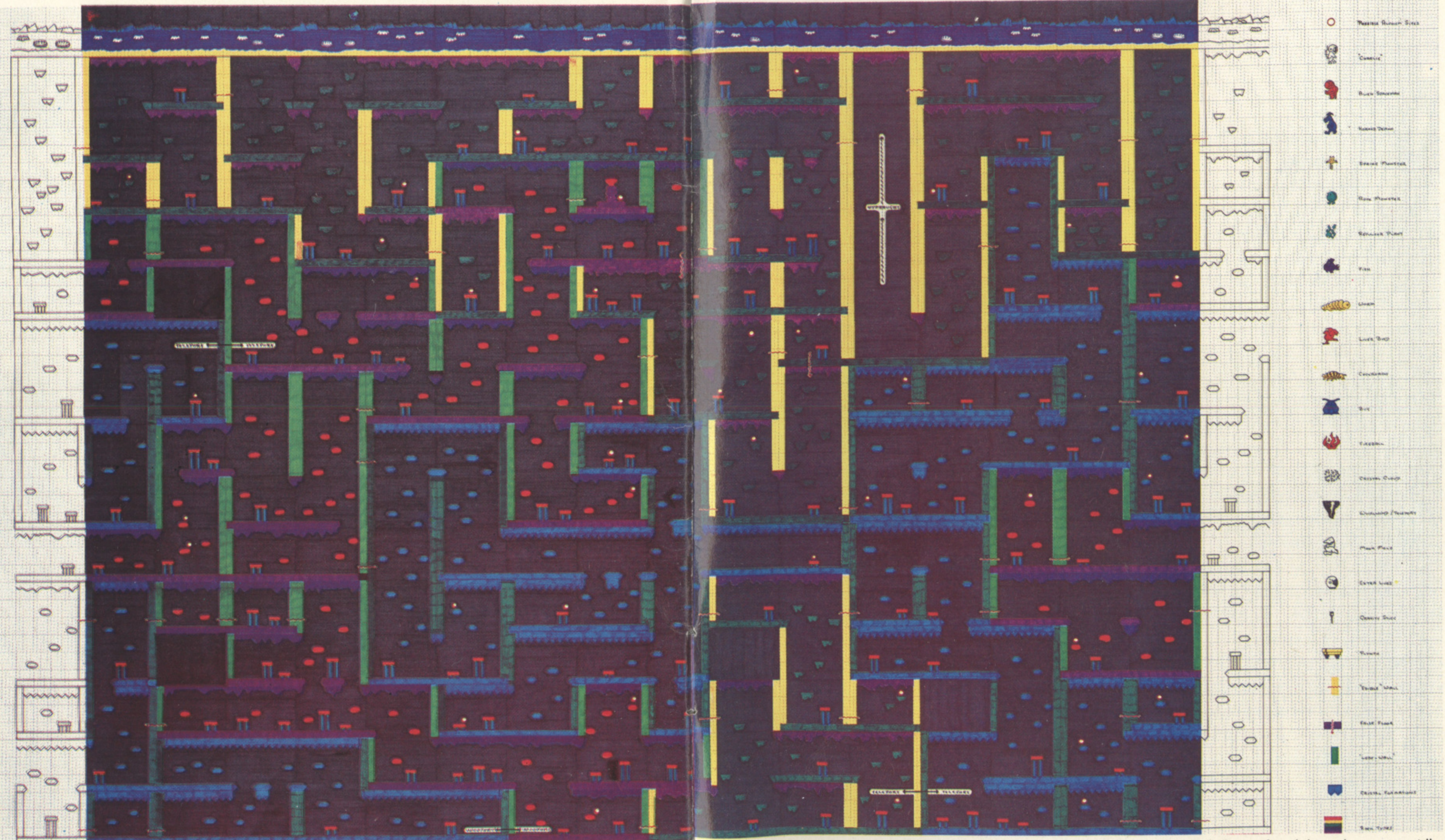
Once the mole starts to eat into a wall you are powerless to recall it, no matter what emergency. Therefore before activating the mole try to 'hide' Charlie in the lee of the plynth, or under some low rock — these will tend to deflect many of the monsters homing in on you.

FALSE FLOORS

The edge of the false areas can be found as the mole is able to sink into them.

UPDRAUGHT CHUTE

In here you are able to dall through many screens safely. Also you can rise back up the chute simply by jumping when stood at the bottom. However, beware as you will gravitate to whichever wall you happen to be facing. If this doesn't contain the mole hole through which you entered you will reach the roof and then plummet rapidly to loose a life.


Possible Alchiem Sites
"Charlie"
Alien Spaceman
Horned Demon
Spring Monster
Rock Monster
Repulsor Plant
Fish
Worm
Liver Bird
Cockroach
Bug
Fireball
Crystal Cloud
Whirlwind / Teleport
Moon Mole
Extra Lives
Gravity Stick
Plynth
"Edible" Wall
False Floor
Crystal Formations
Rock Types